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~~GRAPHIC PROCESSING APPARATUS~~

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1 BACKGROUND OF THE INVENTION

The present invention relates to a graphic processing apparatus for processing graphic data stored in a memory, ^{and} ~~an~~ in particular, to a graphic processing apparatus in which the number of memories to be employed can be reduced so as to minimize the size of the processing apparatus.

^{Japanese Patent Publication}
For example, the JP-A-60-136793 describes a graphic processing apparatus in which characters and graphic data are generated in a display memory (frame buffer) so as to be delivered to output devices such as a display and a printer. In this conventional example, a high-speed graphic drawing operation is achieved by use of a method in which data bits constituting at least one pixel are packed in a word so as to be stored in the memory. In contrast with the prior method in which information of a pixel ^{requires} ~~astrides~~ a plurality of words, this method allows ^{accessing of} ~~to access~~ the memory in the unit of a word (16 bits); in consequence, by packing information of a pixel in ^{a single} ~~the same~~ word, at least one pixel can be updated through ^{one} ~~an~~ access, which therefore increases the processing speed.

In the conventional example above, although the memory is connected to a 16-bit data bus, the dynamic random access memory (DRAM) generally

1 possesses a 1-bit or 4-bit data bus, and hence ~~there is~~
~~required~~ at least four to 16 memory elements, ^{are required} which
prevents the apparatus from being miniturized.

^{Japanese Patent Publication}
In addition, the JP-A-60-225888 describes

5 an apparatus including a dynamic random access memory
(DRAM) having a nibble function (one of consecutive
data read functions); however, description has not
been given of a combination with a graphic processor
in which data are accessed in a parallel fashion.

^{Japanese Patent Publication}
10 Moreover, in the JP-A-55-129387, there is
described a system for transferring serial data between
a processor and an external device; however, ~~a~~ parallel
data access is carried out between the processor and
a memory.

15 SUMMARY OF THE INVENTION

It is therefore an object of the present
invention to provide a small-sized graphic processing
apparatus in which ~~a~~ data transfer is enabled through
a data bus having a reduced bit width so as to minimize
20 the number of memory elements employed.

In order to achieve the object above,
according to the present invention, there is disposed
data ^{converting} ~~convert~~ means between processor means processing
parallel data and a memory so as to enable the data
25 bus width of the memory to be smaller than that of the
processor means. The ^{data converting} ~~convert~~ means includes a latch
for temporarily ^{storing} ~~store~~ read data and a multiplexer for

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1 ^{writing}
~~write~~ data. The present invention is characterized in
that a memory having a successive data read function
9 is applied to a processor effecting ~~a~~ parallel data
processing.

5 In the graphic processing apparatus according
to the present invention, the memory is accessed in a
time shared fashion such that data is converted by the
a ^{converting}
a ~~convert~~ means into parallel data. That is, in a data
^{reading}
a ~~read~~ operation, data sequentially read out in a time
10 shared fashion is temporarily stored in a latch so as
to be supplied as parallel data to the processor.
Moreover, in a data ^{writing}
a ~~write~~ operation, parallel data
supplied from the processor is sequentially written
a through the multiplexer ^{into}
a ~~in~~ the memory in a time shared
15 fashion.

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BRIEF DESCRIPTION OF THE DRAWINGS

The present invention will be apparent from
the following detailed description taken in conjunction
with the accompanying drawings in which:

20 FIG. 1 is a schematic diagram showing an
embodiment according to the present invention;

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FIGS. 2, 3a, and 3b are diagrams for explain-
ing ~~terminals of MIVAC 20 as a component of the embodi-~~
a ^{of Fig. 1}
a ~~ment;~~

25 FIG. 4 is a diagram schematically showing an
internal configuration of ^{the component}
a ~~MIVAC 20;~~

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FIGS. 5a, 5b, and 5c are explanatory diagrams

1 showing in detail the embodiment; ^{of Fig. 1}

FIGS. 6 and 7 are diagrams for explaining the embodiment; ^{of Fig. 1}

FIGS. 8 to 14 are explanatory diagrams useful ^{for explaining} to explain operation modes;

FIGS. 15a to 26 are detailed timing charts of the operations;

FIG. 27 is a diagram showing in detail the circuit configuration of the embodiment; ^{of Fig. 1}

FIG. 28 is a diagram showing a gate circuit configuration; and

FIGS. 29a, 29b, and 29c are diagrams for explaining address outputs.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

15 Referring now to the drawings, description will be given of an embodiment according to the present invention.

FIG. 1 shows a configuration of a graphic processing apparatus according to the present invention.

20 The graphic processing apparatus includes a graphic processor, namely, Advanced ^{Cathode Ray Tube} (CRT) Controller (ACRTC, Hitachi HD63484) 10, a Memory Interface and Video Attribute Controller (MIVAC, Hitachi HD63487) 20, a frame buffer 30, a ^{Digital to analog converter} (DAC) with built-in color palette 25 (CPLT, Hitachi HD153108) 40, and a CRT 50. The MIVAC 20 produces various control signals and addresses necessary for the ACRTC 10 to access the frame buffer

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1 30. The MIVAC 20 also generates 2CLK as a basic signal for the ACRTC 10. Furthermore, the MIVAC 20 has a function ^{of converting} ~~to convert~~ parallel data from the frame buffer 30 into serial data for video signals.

5 On receiving control signals (\overline{AS} , \overline{MCYC} , \overline{DRAW} , \overline{MRD} , etc.) from the ACRTC 10, the MIVAC 20 ^{initiates} ~~achieves~~ the read and write operations on the frame buffer 30. In the operation, control signals including \overline{RAS} , \overline{CS} , \overline{OE} , and \overline{WE} for the DRAM control are generated to be used in
10 association with the frame buffer 30. In addition, an address received from the ACRTC 10 for the frame buffer 30 is multiplexed so as to produce row/column addresses. By use of the static column mode, the MIVAC 20 sequentially outputs a plurality of column addresses
15 after a row address. In this embodiment, although the static column mode is adopted, it is also possible to use other sequential access mode (for example, a page mode, or a nibble mode) in combination therewith.

Read/write data is transferred between the
20 ACRTC 10 and the frame buffer 30 through the MIVAC 20.

In the display operation, parallel data read from the frame buffer 30 is fetched into the MIVAC 20 ~~so as~~ to be converted into serial data by means of a parallel/serial converter integrated therein, thereby
25 producing digital video signals. These digital video signals are converted by the CPLT 40 into analog video signals so as to be displayed on the CRT 50. In this embodiment, although the CRT 50 is used as the output

a 1 device, other output equipment, such as a printer, may
also be employed.

FIG. 2 shows the pin arrangement of the MIVAC
20. In this embodiment, the MIVAC 20 is manufactured
5 by use of the High performance Bipolar CMOS (Hi-BiCMOS)
technology in which the high-speed bipolar ^{technology} ~~technology~~
is combined with the technology of the CMOS of ~~the~~ low
power consumption, thereby implementing a high-speed
and high-performance logic circuit of a relatively low
10 power consumption. Since the MIVAC 20 includes a
Plastic Leaded Chip Carrier (PLCC) 68-pin package, ~~a~~
surface mounting thereof is possible, which enables
the mounting board of the graphic processing apparatus
to be minimized.

I 15 FIGs. 3a and 3b show various interface
signals of the MIVAC 20. The input/output signals of
the MIVAC 20 are briefly classified into operation
control signals for controlling operations thereof,
interface signals with respect to the ACRTC 10, inter-
20 face signals for the frame buffer 30, and interface
signals for the display 50.

Terminal INCLK of the operation control
signals is used to receive a clock for the operation
basis of the MIVAC 20. The interface signals for the
25 ACRTC 10 include the 2CLK as the basic clock of the
ACRTC 10, control signals MRD and $\overline{\text{DRAW}}$ for controlling
the read and write operations, and signals on the
address/data buses MAD0 to MAD15 and address buses MA16

1 to MA19. The interface signals for the frame buffer
30 include $\overline{\text{RAS}}$, $\overline{\text{CS}}$, $\overline{\text{OE}}$, and $\overline{\text{WE}}$ as control signals of
the DRAM and signals related to row/column address
FA0 to FA9. The interface signals for the display
5 50 include digital video signals attained through a
parallel/serial conversion effected on display data
and DOTCLK produced by dividing INCLK.

FIG. 4 shows an internal configuration of the
MIVAC 20. In the MIVAC 20, an attribute code defin-
10 able by the user stored in the ACRTC 10 is latched by
means of an attribute code latch 2011 so as to be
decoded by a VCF decoder 2012 into a signal, which
enables various operation ^{modes} ~~mode~~ to be effected.

The INCLK as the basis of the operation of
15 the MIVAC 20 is divided by 2, 4, 8, 16, and 32 by
INCLK 2006 and an INCLK divider 2009. The results are
combined in a state decoder 2007 to generate a timing
signal, which is used in the respective logic circuits.

The 2CLK as the basic clock of the ACRTC 10
20 is produced from a 2CLK generator 2008. In the 2CLK
2008, in order to effect a plurality of read and write
operations in the memory cycle, the first half cycle
is shorter than the second half cycle, ^{i. e.} ~~namely~~, this
signal ^{has} ~~is of~~ an asymmetric shape.

25 For the DOTCLK, a multiplex operation is
achieved on the signals attained by dividing INCLK by
1, 2, and 4 by means of a multiplexer 2010 to produce
a multiplexed signal. Selection of the divided signals

1 is automatically achieved depending on the operation
mode of the MIVAC 20.

The frame buffer address MAD0 to MAD15 and
MA16 to MA19 supplied from the ACRTC 10 is temporarily
5 latched in a latch 2001 so as to be then multiplexed
through a multiplexer 2003 into a row/column address,
thereby generating a ten-bit address associated with
the frame buffer address signals FA0 to FA9. In
addition, there is integrated a column address counter
10 2002 such that the value of this counter and the
latched address are multiplexed by the multiplexer
2003, so that the resultant signal is adopted as a
portion of the column address, thereby effecting
several read/write operations in a memory cycle.

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15 The control ^{signals} ~~signal~~ from the ACRTC 10 ^{are} ~~is once~~
latched in a latch 2004. Depending on $\overline{\text{DRAW}}$ and MRD,
the memory cycle is ^{determined} ~~judged~~ to be a draw read cycle,
a draw write cycle, or a display cycle. When $\overline{\text{DRAW}}$
and MRD are respectively at low and high levels,
20 namely, in the draw read cycle, the signals $\overline{\text{RAS}}$, $\overline{\text{CS}}$,
and $\overline{\text{OE}}$, produced ⁱⁿ ~~from~~ the memory control 2005, are
delivered so as to read drawing data from the memory.
Data obtained through several read operations in a
cycle is temporarily latched in an input data latch
25 2015 so as to be transferred therefrom to a read data
latch 2016 to be latched again. The latched data is
then outputted to the data buses MAD0 to MAD15 ~~at~~
^{in accordance with the}
^a timing of the data fetch operation of the ACRTC 10

1 under control of the MA output control 2000.

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5 In addition, when $\overline{\text{DRAW}}$ and MRD are both at
the low level, namely, in the draw write cycle, the
signals $\overline{\text{RAS}}$, $\overline{\text{CS}}$, and $\overline{\text{WE}}$, generated ⁱⁿ from the memory
control 2005, are supplied so as to write drawing data
in the memory. The drawing data to be written is
multiplexed by a multiplexer 2014 disposed at an
output stage including FD0 to FD7 in synchronism with ^{the}
address ^{which has} undergone a counting operation by the column
10 address counter 2002, so that the resultant multi-
plexed signals are written in the memory through
several write operations effected at separate ~~timings~~
^{times under control of} ~~produced by~~ an FD output control 2013.

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20 When $\overline{\text{DRAW}}$ and MRD are both at the high level,
15 namely, in the display read cycle, the data obtained
through several read operations in a cycle is ~~once~~
latched by the input data latch 2015 used in the draw
read cycle. Thereafter, the data is transferred to
and is latched in a display data latch 2019. In a
20 case of a 4-chip memory configuration, since data is
supplied through MAD8 to MAD15, the data is multi-
plexed by a multiplexer 2017 so as to be transferred
to the display data latch 2019. The data is then sent
to a shifter 2020 and is latched by a latch 20202 in
25 the shifter 2020 under the control of a latch control
20201. The latched data is multiplexed by a multi-
plexer 20204 in response to a clock ^{signal} produced from a
shift clock generator 20203 so as to convert the

1 parallel data into serial data, thereby generating
4-bit video signals.

2 The video signal is skewed by a skew circuit
2022 so as to be synchronized with the control signal
5 from the ACRTC 10. For the video signal, a super-
imposing operation of a cursor can be achieved by use
of a cursor blink 2023, or the video signals can be
multiplexed through a multiplexer 2024 in response to
a signal attained by dividing $\overline{\text{VSYNC}}$ by two. The video
10 ^{after having} signal undergone these processing operations is finally
masked by use of the $\overline{\text{DISP}}$ signal so as to be produced
as a 4-bit digital video signal. The signal used for
the video mask is delivered as SHFTEN. In addition,
the signal attained by dividing $\overline{\text{VSYNC}}$ by two is pro-
15 duced as $\overline{\text{VSYNC}}/2$.

By using BLINK2 of the attribute codes, a
 $\overline{\text{BL2IRQ}}$ output section 2021 generates $\overline{\text{BL2IRQ}}$. When
BLINK2 is set to "1", "LOW" is supplied as the
 $\overline{\text{BL2IRQ}}$ signal. When "Low" is inputted to the $\overline{\text{IRQCLR}}$
20 signal, the $\overline{\text{BL2IRQ}}$ signal turns to "High". The
BLINK2 supplied from the ACRTC 10 outputs timings ^{signals} in
which "1" and "0" are repeated for the predetermined
number of fields.

FIGS. 5a, 5b, and 5c show connection methods
25 ^{for} of the frame buffers depending on the number of
memories employed. In the case of ^{a one chip} ~~1 chip~~ memory
configuration of FIG. 5a, four data terminals of FD0 to
FD3 of the MIVAC 20 are connected to data terminals of

1 a frame buffer 300. Terminals related to FD4 to FD7
are not used. In this case, 4-bit data is transferred
at ^{one} ~~a~~ time between the MIVAC 20 and the frame buffer
300. In the draw read cycle, the MIVAC 20 effects
5 the 4-bit data read operation four times so as to
transfer 16-bit data to the ACRTC 10. In the draw
write cycle, 16-bit data from the ACRTC 10 is time-
shared into four portions to be transferred to the
frame buffer 300 through four transfer operations.
10 In the display read cycle, 4-bit data is read four
times in a memory cycle or 16 times in two memory
cycles so as to be fetched as 16-bit and 64-bit display
data items, respectively.
In the case of ^{a two chip} ~~2-chip~~ memory configuration
15 of FIG. 5b, eight data terminals are used in associa-
tion with FD0 to FD7 of the MIVAC 20. In ~~the~~ opera-
tion, data terminals of the frame buffer ³⁰⁰ ~~a~~ are connected
to FD0 to FD3 and data terminals of the frame buffer
301 are linked to FD4 to FD7. Between the MIVAC 20
20 and the frame buffers 300 and 301, 8-bit data is
transferred at ^{one} ~~a~~ time. In the draw read cycle, the
MIVAC 20 reads 8-bit data twice so as to supply 16-bit
data to the ACRTC 10. In the draw write cycle, 16-bit
data from the ACRTC 10 is time-shared to be supplied
25 to the frame buffers 300 and 301 through two transfer
operations. In the display read cycle, 8-bit data is
read out four times in a memory cycle or 16 times in
two memory cycles so as to fetch 32-bit and 128-bit

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1 display data times, respectively. ^{as a} ~~In~~ consequence, the operation can be applied to a CRT which ^{has} ~~develops~~ a higher operation speed as compared with the case of FIG. 5a.

5 In the case of ^{a four chip} ~~4-chip~~ memory configuration of FIG. 5c, the connections of the frame buffers 300 and 301 are the same as for the case of the ^{two chip} ~~2-chip~~ configuration of FIG. 5b, the remaining two chips, namely, frame buffers 302 and 303 are connected to
10 eight high-order bits of MAD8 to MAD15 selected from the data buses MAD0 to MAD15 between the ACRTC 10 and the MIVAC 20. In the draw read cycle, the MIVAC 20 read 16-bit data at a time. Eight-bit data read from the frame buffers 300 and 301 is outputted via the
15 MIVAC 20 to MAD0 to MAD7. Data containing the eight high-order bits read from the frame buffers 302 and 303 is transferred, without using the MIVAC 20, directly via the buses MAD8 to MAD15 to the ACRTC 10. In the draw write cycle, data containing the eight low-order
20 bits read from the ACRTC 10 is transferred through the MIVAC 20 via the buses MAD0 to MAD7 to FD0 to FD7. Data containing the eight high-order bits is transferred, without using the MIVAC 20, directly to the frame buffers 302 and 303. In the display read cycle, data
25 containing eight low-order bits is read four times in a memory cycle via FD0 to FD7, whereas data containing eight high-order bits is read four times in a memory cycle via MAD8 to MAD15 such that the resultant 64-bit

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1 display data is fetched into the MIVAC 20. In the
display cycle effected in the circuit connection of
FIG. 5c, four addresses are outputted so as to execute
four read operations as shown in FIG. 29c. Data
5 including eight low-order bits and data including
eight high-order bits are respectively sent via FD0 to
FD7 and MAD8 to MAD15 to the input data latch 2015
(FIG. 4) so as to be latched therein. The input
data latch 2015 is of a length of 64 bits and hence 16
10 bits x 4 = 64 bits are attained as display data.

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In this mode, since the data buses are
employed to input display data, it is impossible to
effect a read operation in which 16 read operations
are achieved in two memory cycles; however, when
15 comparison is conducted in the read mode associated
with four read operations per memory cycle, the
operation above is applicable to a CRT which develops
a higher processing speed as compared with the cases
of FIGS. 5a and 5b.

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20 FIG. 6 shows video output timings in the
respective cycle modes. The ACRTC 10 has memory
access modes including a single access mode in which
the display cycle appears successively and a dual
access mode in which a high-speed drawing is possible.
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25 As shown in FIG. 6, in the single access mode, during
a display period of time (where \overline{DISP} is "Low"), the
display cycle continues successively without effecting
the drawing cycle. In contrast, in the dual access

1 mode, also during the display period, the display
cycle and the drawing cycle appear alternately. In
the single access mode, the drawing cycle is restricted
to be effected during the fly-back or retrace period,
5 whereas in the dual access mode, the fly-back period
and a half portion of the display period can be used
as the drawing cycle, which enables the drawing opera-
tion to be accomplished at a higher speed. In the
MIVAC 20, in addition to these access modes, there is
10 ~~disposed~~ a 2MCYC mode in which two display cycles of
the single access mode are treated as a cycle so as to
achieve 16 memory read operations. In the single
access mode, data fetched in the first display cycle
is displayed in the subsequent cycle. Data fetched
15 in the second display cycle is displayed in the sub-
sequent cycle. Thereafter, these operations are
repeatedly achieved. Data obtained in the last display
cycle is to be outputted in the next drawing cycle;
however, since the \overline{DISP} signal of the ACRTC 10 is
20 supplied only during the display cycle period, the end
portion of \overline{DISP} is elongated by a cycle in the MIVAC
20 so as to use the signal as a mask signal. In the
dual access mode, data of the first display cycle is
delivered through two subsequent cycles. ^{As a} ~~In~~ consequ-
25 ence, the end portion of \overline{DISP} is elongated by two
cycles so as to produce a mask signal. In the 2MCYC
mode, 16 data read operations are achieved in two
cycles, and the video output is also supplied through

1 two cycles.

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FIG. 7 shows ^{the} output timings of ^{the} attribute codes delivered from the ACRTC 10. The attribute codes are information items arbitrarily defined by the user.

5 The attribute code is fed to MAD0 to MAD15 and MA16 to MA19 of the ACRTC 10 while 2CLK and MCYC are both at the high level during the last refresh period. When the attribute code is fetched and is then decoded, the operation mode of the MIVAC 20 is set.

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10 FIG. 8 shows the setting of attribute codes in the MIVAC 20. The MIVAC 20 uses MAD0 to MAD7, ^{which are} ~~to be~~ freely defined by the user, ^{usage} and MA18 and MA19, of which ~~usages~~ are predetermined for the ACRTC 10. Four bits of MAD0 to MAD3 are used to set the display color, the
15 shift amount of the shift register, the access mode, the number of memories employed, and the division ratio of the DOTCLK. MAD4 and MAD5 are used to set the display color of the cursor. MAD6 sets the depth of the memory employed. MAD7 sets whether or not the video output
20 is multiplexed. MA18 is used to set the blinking operation of the cursor. MA19 sets the BR2IRQ output.

FIG. 9 shows 16 operation modes defined by the four bits MAD0 to MAD3 of FIG. 8. The display color, the shift amount of the shift register, the
25 access mode, the number of memories employed, and the division ratio of the DOTCLK are automatically determined by setting one of the 16 operation modes.

(1) For the display color (color/gradation),

1 there can be specified a monochrome display represented
by 1 bit/pixel, a four-color display expressed by 2
bits/pixel, and 16-color display represented by 4 bits
per pixel. In the case of 1 bit/pixel, a word of the
5 memory is loaded with information of 16 consecutive
pixels in the horizontal direction. In the case of
2 bits/pixel, a word of the memory is loaded with
information of 8 consecutive pixels in the horizontal
direction, and in the case of 4 bits/pixel, a word of
10 the memory is loaded with information of 4 consecutive
pixels in the horizontal direction.

(2) The shift length of the shift register may
be set to 4, 8, 16, or 32 bits.

(3) The access modes include a single access
15 mode, a dual access mode in which a high-speed drawing
is possible, and a 2MCYC mode in which 16 display
accesses are conducted in two memory cycles. In the
modes 0 to 5, the single access mode is employed,
whereas in the modes 6 to C, the dual access mode is
20 used. In the modes D to F, the 2MCYC mode is adopted.

(4) The number of memories selectable is 1, 2,
or 4. For the memory, there is utilized a memory such
as one having a static column mode in which a plurality
of read/write operations can be accomplished in a
25 cycle.

(5) DOTCLK is generated by dividing INCLK by
1, 2, ^{or} and 4. The division ratios are determined
according to the respective operation modes. Based on

1 the frequency, the screen layout of the CRT is determined for each operation mode.

FIG. 10 shows frequencies of DOTCLK applicable to the respective operation modes. In the modes
5 0, 3, 5, 8, B, D, and F, the division ratio is one, that is, the output of DOTCLK is identical to INCLK. In the modes 1, 4, 6, 9, C, and E, the division ratio is two; whereas in the modes 2, 7, and A, the division ratio is 4 for the DOTCLK output.

10 FIG. 11 shows cursor display colors set by use of MAD4 (CUR0) and MAD5 (CUR1).

(1) When CUR1 and CUR0 are both 0

The four bits of video outputs VIDEOA to VIDEOD are set to 0, and hence a black cursor is
15 displayed.

(2) When CUR1 is 0 and CUR0 is 1

The four bits of video outputs VIDEOA to VIDEOD are set to 1 and hence a white cursor is displayed.

20 (3) When CUR1 is 1 and CUR0 is 0

For the four bits of video outputs VIDEOA to VIDEOD, the respective colors are reversed on the display.

(4) When CUR1 and CUR0 are both 1

25 For the three bits of video outputs VIDEOA to VIDEOC, the respective colors are reversed on the display, whereas VIDEOD is kept unchanged.

FIG. 12 shows depths to be specified by

1 MAD6 (VMD) for the memory elements employed. For VMD
= 0, the depth is set to 256 k x 4 bits; for VMD = 1,
the depth is set to 1 M x 4 bits for the memory.

FIG. 13 shows the settings of MAD7 (MUXEN)
5 specifying whether ~~or not~~ the video outputs are to be
multiplexed. ^{or not} When MUXEN is 0, the multiplex operation
is not achieved. When MUXEN is 1 and VSYNC/2 is 0,
the video outputs are not multiplexed. When MUXEN
and VSYNC/2 are both 1, data of VIDEOC is delivered as
10 VIDEOA and data of VODEOD is supplied as VIDEOB. This
function is primarily adopted for a display equipment
using a color shutter.

FIG. 14 shows the setting of MA18 (BLINK1)
for the graphic cursor display. In the case of
15 BLINK1 = 0, the cursor is not displayed, whereas for
BLINK1 = 1, the cursor is displayed.

FIGS. 15a to 26 shows detailed timing charts
in the respective operation states.

FIGS. 15a and 15b show in detail timings of
20 the draw read cycle in ^{the} a case where ^{one} a memory is
employed.

FIGS. 16a and 16b show in detail timings of
the draw read cycle in ^{the} a case where two memories are
employed.

25 FIGS. 17a and 17b show in detail timings of
the draw read cycle in ^{the} a case where four memories are
employed.

FIGS. 18a and 18b show in detail timings of

1 the draw write cycle in ^{the} ~~a~~ case where ^{one} ~~a~~ memory is employed.

FIGS. 19a and 19b show in detail timings of the draw write cycle in ^{the} ~~a~~ case where two memories are employed.

FIGS. 20a and 20b show in detail timings of the draw write cycle in ^{the} ~~a~~ case where four memories are employed.

FIGS. 21a and 21b show in detail timings of the display read cycle in ^{the} ~~a~~ case where ^{one} ~~a~~ memory or two memories ~~is or~~ are employed.

FIGS. 22a and 22b show in detail timings of the display read cycle in ^{the} ~~a~~ case where four memories are employed.

15 FIGS. 23a and 23b show in detail timings of the display read cycle in the 2MCYC mode in ^{the} ~~a~~ case where ^{one} ~~a~~ memory or two memories ~~is or~~ are employed.

FIGS. 24a and 24b show in detail timings of the $\overline{\text{CS}}$ before $\overline{\text{RAS}}$ refresh cycle of the DRAM. The refresh operation is executed in a period where the horizontal synchronization signal HSYNC is at the low level.

FIG. 25 shows in detail the output timings, for the division ratios 1, 2, and 4, of DOTCLK, VSYNC/2, VIDEOA to VIDEOD, and SHFTEN.

FIG. 26 shows in detail output timings of $\overline{\text{BL2IRQ}}$.

FIG. 27 shows ^{an exemplary} ~~a~~ configuration ~~example~~ of

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1 a graphic processing apparatus including ACRTC 10,
MIVAC 20, and DRAMs 300 to 303. A clock^{signal} generated by
the clock oscillator 80 is supplied as INCLK^{to} of the
MIVAC 20. An external circuit 70 is^{utilized as} disposed for an
5 interface with the microprocessor (not shown in FIG.
27), and an interface circuit 60 is used for HSYNC and
VSNC.

FIG. 28 shows a circuit example including
an NAND gate. The configuration includes a bipolar
10 transistor, an n-channel MOS transistor, and a p-channel
MOS transistor. In a portion where the logic of the
preceding stage is to be reflected, a CMOS of a low
power consumption is employed, whereas in the output
side of the succeeding stage, a bipolar transistor is
15 used.

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FIGS. 29a to 29c show in detail addresses
supplied by the MIVAC 20 to the FA terminal. Cases of
a ^{one chip} ~~1-chip~~ memory, a ^{two chip} ~~2-chip~~ memory, and a ^{four chip} ~~4-chip~~ memory
are shown in FIGS. 29a to 29c, respectively. Signals
20 (NC0 to NC2 and WC0 to WC2) enclosed with broken lines
in FIGS. 29a to 29c are produced by the column address
counter 2002. NC0 to NC2 are counters, each effective
within a word, and bits 1 to 2 of the counter are used
in the respective operation modes. WC0 to WC2 are
25 word counters and are employed to generate a display
address. The bit numbers of the address are not
necessarily consecutive. This is because the bits are
to be commonly used in the respective operation modes

1 so as to configure the circuit of the multiplexer 2003
as simple as possible.

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5 As described above, according to the present
invention, the data bus width of the memory can be
minimized, and hence ~~there is attained an effect that~~
the size of the graphic processing apparatus can be
reduced.